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Alien Virus

Alien Virus is a video game developed by Trecision and released in 1995[1] for MS-DOS.

Plot

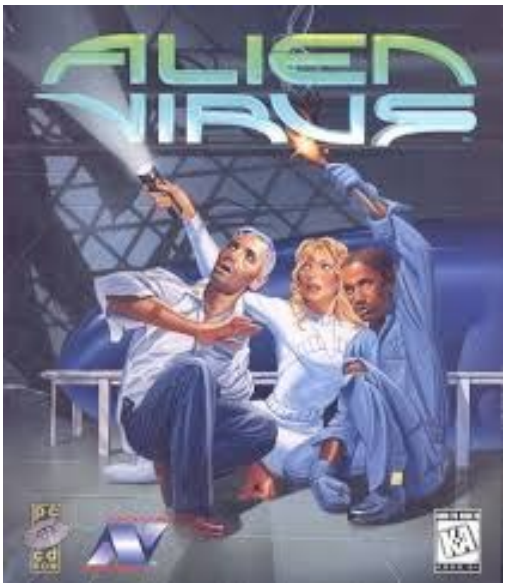
The player character, a pilot named Joshua Stone, lands on Station Zeus after a month in hyper space, but finds the space station devoid of life.

Reception

Computer Gaming World gave *Alien Virus* 2 stars and stated that "This game is fun to play and an improvement on the old text adventure format in many respects. However, it is also lacking in effective text, the greatest strength of the best text adventures."[2]

Alien Virus was reviewed in *PC Gamer* US, which rated the game 59% and stated "If the puzzles had been more interesting, or more closely related to the story, I might have at least stuck with the game to its end. But ultimately, *Alien Virus* proved to be too much of a snooze to be worth it."[3] *Computer Game Review* was similarly indifferent on the game.[4]

Alien Virus



Developers	Trecision Visionaries International
Publisher	Nova Spring
Composer	Angelo Bordieri
Platform	MS-DOS
Release	1995
Genre	Adventure
Mode	Single-player

The website *Game Zero* said: "*Alien Virus* could have been an excellent title. However, it just didn't have the overall captivating pull that it needs. The biggest pitfalls were the slow/too sensitive control interface, which can make things you want to happen almost impossible at times."[5]

German magazine *PC Games* criticized the poor controls, but felt the graphics and animations compensated for that.[6] German magazine *PC Player* joked that although *Alien Virus* is not likely to cause a headache in professionals, there is a latent risk of infection for beginners and advanced users.[7]

The website *Just Adventure* in 2000 gave the game a "D" and said: "The premise is overly familiar, though not a game killer; it's basically the same story as the original film *Alien*. Your character, Joshua, is dispatched to a space station to make some deliveries. Your girlfriend is also working on

this station. While you're en route, the stations gets infected with a mysterious--you guessed it!--*Alien Virus*. Okay, so this isn't so very different from the plot of *System Shock 2*, which is a great game, so I'm not going to blame the story."[8]

References

1. "Kil Lato Oscuro dei Videogiochi". *K: Guida al Divertimento Elettronico* (in Italian). February 1995. p. 32.
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3. *PC Gamer* Vol. 2 No. 8 (1995 August)
4. Perry, Kevin; Chapman, Ted; Kaiafas, Tasos (June 1995). "It's Dark and Scary and Stuff" (https://web.archive.org/web/19961221183511/http://www.nuke.com/compent/reviews/junarc/avirus/avirus.htm). *Computer Game Review*. Archived from the original (http://www.nuke.com/compent/reviews/junarc/avirus/avirus.htm) on December 21, 1996.
5. "Game Zero's PC Gaming Arena Reviews" (http://www.gamezero.com/team-0/pc_games/reviews/alien_virus.html). 23 February 2014. Archived (https://web.archive.org/web/20140223050448/http://www.gamezero.com/team-0/pc_games/reviews/alien_virus.html) from the original on 2014-02-23. Retrieved 2018-12-25.
6. *PC Games* (Jan, 1996)
7. *PC Player* (Jan, 1996)
8. "Review: Alien Virus" (https://web.archive.org/web/20080725032755/http://www.justadventure.com/reviews/Alien_Virus/Alien_Virus.shtm). 25 July 2008. Archived from the original (http://www.justadventure.com/reviews/Alien_Virus/Alien_Virus.shtm) on 2008-07-25.

External links

- *Alien Virus* (https://www.mobygames.com/game//alien-virus) at MobyGames

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